



4-H Apparel and Textiles -- Sewing

Senior Unit Level 2: Tailor Made 4-H Member Project Guide

(suggested age: 17 - 19 years)

Continue using skills learned in the previous units. You should learn or refine at least three new skills. In addition, you will learn to tailor a garment made of wool or wool blend fabric.



➤ **DO** *New skills you may learn or refine:*

- Learn traditional or speed tailoring techniques.
- Learn to identify and care for a quality wool or wool-blend fabric.
- Learn to make bound and keyhole buttonholes.
- Learn to make welt and lined pockets.
- Learn to apply an underlining and use interfacing to build shape into collar and shoulder areas of a jacket/coat.
- Learn how to line a jacket/coat.
- Learn how to make a rolled collar or lapels with a collar.
- Learn how to make and or cover shoulder pads.

➤ **APPLY** *Using new skills from above and ones learned from previous units, practice the skills you have learned, complete a project, and remember to keep a record of what you have sewn.*

What you will do:

Skill Practice

Sewing is an art as well as a skill! The more you sew and practice the skills you are learning, the better you will become at them.

Become involved in the Senior Level **Knowing Sewing Skillathon**. Your local County Agent has more information about this activity.

Sew and exhibit one item. *It must be made from wool or wool blend (60% or more) fabric. Use traditional or speed tailoring techniques to create structure in the areas of neck, shoulder, and hemline.*

- **Clothing Option**
Suit, jacket, or coat. Garment must be lined and may be underlined.



For Fashion Revue participation, a complete outfit is required. A coordinating garment must be constructed and worn with the tailored item. Wool or wool blend fabric is not required for the coordinating piece.



Ask your leader/teacher or County Agent for additional publications, videos and information on tailoring and tailoring techniques.

- **Non-Clothing Option**
Not available for this unit

Keep a record of what you have sewn.

Take time to fill out the **Record Sheet** for this project. Be sure to list the skills you have attempted as well as those you believe you have mastered. Store it in a notebook to review before you begin next year's sewing unit.



What you will need:

Equipment:

- Sewing machine
- Serger (optional)
- Basic sewing kit to include: tape measure, sewing gauge, seam ripper, dressmaker's shears, thread snips, marking pencil/pen, dressmaker's pins, ball point pins, pin cushion/magnet, thimble, hand sewing needles (sharp and/or ballpoint).
- Steam iron and ironing board
- Zipper foot or invisible foot
- Point presser
- Pressing ham
- Sleeve roll
- Clapper

Notions & Material:

- Pattern
- Fabric(s) - wool or wool blend
- Thread to match
- Interfacing - fusible or hair canvas
- Other notions as needed (zipper, buttons, trim, etc.)

➤ **SHARE** Show others what you have learned:

- Participate in your County Fashion Revue
- Participate in your County Demonstration Contest
- Exhibit at your County Fair or Rally Day (Project Card required)
- Participate in your club or County ***Knowing Sewing Skillathon***

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